

**Amendments to the Claims:**

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An image generating system which generates a three-dimensional image of an object formed of a polygon, comprising:

means which detect a vertex which is out of a drawable range in a polygon arranged in a three-dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which scissors a the polygon arranged in a three-dimensional space in an arbitrary plane to generate a new vertex for specifying the scissored polygon; and

means which generates an image of an object formed of the polygon containing the new vertex.

2. (Original) The image generating system as defined in claim 1, wherein a polygon containing a vertex which is out of a drawable range is scissored at a portion containing the vertex, in a predetermined plane.

3. (Original) The image generating system as defined in claim 1, wherein a polygon is scissored in a plane which specifies a viewing angle range.

4. (Original) The image generating system as defined in claim 2, wherein a polygon is scissored in a plane which specifies a viewing angle range.

5. (Original) The image generating system as defined in claim 1, wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

6. (Original) The image generating system as defined in claim 2,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

7. (Original) The image generating system as defined in claim 3,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

8. (Original) The image generating system as defined in claim 4,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

9. (Currently Amended) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a program for implementing:

means which detect a vertex which is out of a drawable range in a polygon arranged in a three-dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which scissors ~~a the polygon arranged in a three-dimensional space in an arbitrary plane~~ to generate a new vertex for specifying the scissored polygon; and

means which generates an image of an object formed of a polygon containing the new vertex.

10. (Currently Amended) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon containing a vertex which is out of a drawable range is scissored at a portion containing the vertex, in a predetermined plane.

11. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

12. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

13. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

14. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

15. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 11,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

16. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 12,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.